

TECHNO COP™

LOADING INSTRUCTIONS

COMMODORE 64/128 Cassette

- Set up your system and plug in a joystick into port 2.
- Insert cassette into cassette unit. Press **SHIFT** and **RUN/STOP** keys simultaneously. Press **PLAY** on the cassette unit. The program will load and run automatically.
- When the title screen appears, press the **FIRE** button to begin the game.
- Follow on-screen prompts.

Commodore 64/128 Disk

- Set up your system and plug a joystick into port 2.
- Insert the disk into the drive. Type **LOAD""A,1** and press **RETURN**.
- When the title screen appears, press the **FIRE** button to begin the game.
- During the game, follow the on-screen messages that tell you when to turn the disk over.

Atari ST

- Set up your system and plug a joystick into joystick port 1 and your mouse/joystick into port 0.
- Insert the TECHNOCOP disk, label side up, into drive A and turn on your system.
- When the disk directory appears, double-click on **TECHNO.PRG**. The program loads and the title screen appears.
- During the game, follow the on-screen messages that tell you when to insert disk B.

Commodore Amiga

- Set up your system and plug a joystick into port 2.
- If you have an Amiga 500 or 2000, insert the TECHNOCOP disk into the drive and turn on your system. The program loads and the title screen appears.
- If you have an Amiga 1000 with external memory, detach the external memory. Insert a disk containing Kickstart version 1.2 into the drive and turn on your system. When asked to insert the Workbench disk, insert the TECHNOCOP disk instead. The program will automatically load.

IBM PC et Compatibles

- Set up your system, following instructions in your owner's manual.
- If your system boots from a floppy disk drive, insert the **DOS** disk into drive A and turn on the system. If your system boots from a hard drive, turn on the system.
- After **DOS** boots, remove the **DOS** disk from A (if applicable) and insert the TECHNOCOP disk, label side up.
- If your system boots from a floppy drive, type **TECH** and press **ENTER**. If your system boots from a hard drive, type **A:** and press **ENTER**. Then type **TECH** and press **ENTER** again.
- A menu appears with options for slow, moderate and fast play. Type the number for the option you want.
- A screen appears asking you if you want to use a joystick. If you want to use a joystick, type **Y**, then follow the on-screen instructions to calibrate your joystick. After you type **N** or calibrate your joystick, the title screen appears.

SCENARIO

You're a Technocop, a member of the most elite crime-fighting force in the country, called the **ENFORCERS**. Your mission is to capture, at any cost, ruthless criminals who paralyze the city unless you stop them.

Before you start on your journey, you are equipped with the latest crime fighting equipment. At your disposal are a computer wrist watch, a high power criminal radar, a snare net gun, and an 88 magnium pistol and you will be driving the force's newest high speed pursuit-and-destroy vehicle - the **VMAX** twin turbo transporter. You're on your way to thwart the operations of a sinister organised crime empire known throughout the world as Death on Arrival (D.O.A.). Speed down treacherous highways, outmaneuvering attacking D.O.A. cars. Use the extensive weaponry built into your car to destroy them. Depend on your criminal locator radar to tell you there is a crime in progress, giving you the time needed to arrive at the scene in order to apprehend a vicious criminal. Rush to the scene to make it, but don't lose control of the car and avoid getting hit by attacking D.O.A. cars!

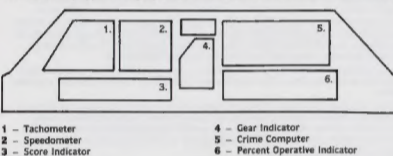
Once there, your crime computer shows you the face of a wanted D.O.A. criminal on the screen. Your assignment, as you leave your car to enter the building where the criminal was last reported seen, is to capture him dead or alive as instructed by the crime computer. Using your criminal radar locator and computer wrist watch, you carefully search through a maze of dilapidated interiors of the building to find the culprit. Just getting around the building is fought enough, with broken floors to fall through if careless. Worse yet, D.O.A. thugs abound, eager to sneak havoc on your search. Be careful!

Once you're successfully completed that assignment, get back into your VMAX and drive on to your next assignment.

CONTROLS

VMAX Console

The illustration below shows the Atari ST version of the VMAX console. VMAX console instruments may appear in slightly different locations in other versions of TECHNOCOP.



Tachometer - Shows current RPMs as you are driving.

Speedometer - Top speeds of over 150 mph!

Score Status - Shows total points accumulated.

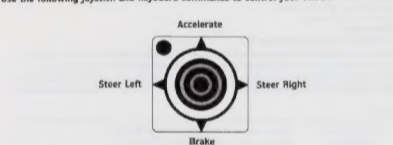
Gear Indicator - Indicates which of five automatic shift gears you are in. (All versions except IBM/128). After a crash, you automatically shift back to first gear.

Crime Computer - Shows the time you have to get to the scene of the crime and gives you background information on criminals. The message here also tells you whether to eliminate the criminal or bring him alive.

Percent Operative Indicator - Indicates the level of damage your VMAX has sustained so far. Don't let the bar retract too far - once you reach 0 percent operative effectiveness, your VMAX is damaged beyond repair and the game is over.

DRIVING THE VMAX

Use the following joystick and keyboard commands to control your VMAX.



FIRE BUTTON - Fire Weapon

KEYBOARD CONTROLS (IBM/PC ONLY)

- ↑ - Accelerate
- - Steer Right
- ← - Steer Left
- ↓ - Brake
- SPACE BAR - Fire Weapon

Notes: For the IBM PC and compatible version, to accelerate while steering to the right or to the left, press the **HOME** or **PAGE UP** keys. To decelerate while steering to the right or left, press the **END** or **PAGE DOWN** keys.

ON THE ROAD

- Just keep two things in mind as you tear down the highway: you're in a race against time, and everyone else on the road is your enemy. Some strategies to use are:
 - D.O.A. vehicles will sneak up on all directions to ram or block you. Use your machine gun or if you're in an overpass, slam them off the road. Both techniques gain you points. (See the SCORING section).
 - After several missions, be on the lookout for a D.O.A. highway superknut, who will jump from a truck on to the top of the VMAX and try to dismantle the engine. Loosen his grip with a few good sweats.
 - Stay in control! Sudden curves in the road may send you spinning into trees and roadsigns. Crashes damage your VMAX and slow you down, decreasing your chances of getting to the scene of the crime on time.

VMAX WEAPONRY

You start with a side-mounted cannon on your VMAX, and upgrade or add to your on-road weaponry as you complete the driving portion of your missions on time. On-screen messages will notify you as to awards of weapons improvements. The following arsenal awaits your command.

Cannon: Use to blast anything on the road out of your way.

Turbo Charger: Gives you a burst of power for faster acceleration.

Hydraulic Wheel Rams (Bâlliers à roue hydraulique): Use these powerful wham rams to bash and bump D.O.A. drivers off the road. (Not available on all versions.) (Not available on IBM/PC version.)

High Power Cannon: Blast away even the stubbiest of road thugs with this cannon's armour-piercing rockets.

Nuclear Bombs: Clear the road way to simultaneously annihilate all other vehicles. For IBM 64/128, Amiga and ST versions, press **SPACEBAR** to fire. For IBM press **B** to fire. You have a limit of five bombs per game.

CRIME IN PROGRESS

Follow these steps to race to the crime scene:

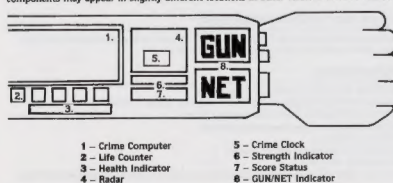
- While you're on the road, scan the messages from your crime computer for a display of the time remaining to get to the scene of the crime.
- A beeping sound alerts you to a message on your crime computer indicating the police code and location of the crime in progress. Subsequent messages show you a mug shot of the criminal and direct you either to capture or eliminate him.
- The crime computer will tell you if you fail to make it to the scene of the crime within the allotted amount of time. If this happens, you forfeit your chance for a promotion or a VMAX weapons upgrade. However, if you can still pursue the criminal, proceed to the crime scene and gain points by blowing away D.O.A. thugs, recovering stolen goods, and carrying out your orders to capture or wipe out the criminal. (To recover stolen property, stand near the goods, crouch, then stand up. When the stolen object disappears from view, it's in your possession.)
- Shortly after you receive your orders from the crime computer, your VMAX automatically pulls off the road and you step out of the car.

TRACKING AND TERMINATING THUGS

Once out of your VMAX, walk right to head for the building and start pursuing the criminal. Outside the building, you may have to blow away a few thugs or hop over obstacles in your way. (In the IBM version, you exit directly into the building from the VMAX.) Rely on your wrist command console for instructions.

WRIST COMMAND CONSOLE

The illustration below shows the Atari ST version of the wrist command console. Console components may appear in slightly different locations in other versions of TECHNOCOP.



Remember to check your wrist command console for the amount of time remaining to carry out your mission. Rely on your radar to keep track of the position of the criminal as you move around the building.

Crime Computer: Gives vital statistics on the criminal, including a mug shot.

Life Counter: Brightly-lit buttons indicate how many of your five lives you have left.

Health Indicators: Shows the effect of D.O.A. attack on your body. (ST and Amiga versions only.) The red bar retreats as you grow closer to losing a life.

Radar: Activated once you enter a building, the radar points you towards the criminal's location in the building, relative to your position. After you capture or terminate the criminal, it guides you to the exit. Follow the red indicator bars in any of the compass directions.

Crime Clock: Displays the amount of time you have to complete a mission.

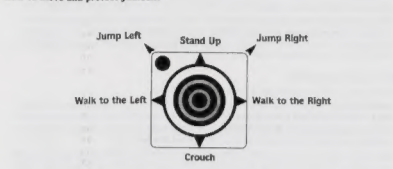
Strength Indicator: Shows energy expenditure during strength-intensive moves. (ST and Amiga versions only.) Each time you jump, the needle drops, the floats to the right to indicate your recovery.

Score Status: Indicates your current score. (See SCORING section).

GUN/NET Indicator: Shows whether you're set to blast the criminal with your 88 magnium or capture him alive with your net gun. Press **SPACEBAR** to toggle between the two. (For the IBM version, press **G** to select Gun and **N** to select Net.) ST and Amiga versions have an unlimited number of nets per mission. IBM 64/128 and IBM versions have a limit of 15 nets per mission.

TECHNOCOP SELF DEFENCE

How to move and protect yourself:



FIRE Button - Shoot Gun or Net.

KEYBOARD CONTROLS (IBM / PC ONLY)

SPACE BAR - Shoot gun or net.

← - Walk to the Left

→ - Walk to the Right

HOME (?) - Jump Left

Pg UP (↑) - Jump Right

↓ - Crouch

↑ - Stand Up

ELEVATOR CONTROLS

Position yourself in front of the elevator. When the door opens, walk in.

Atari ST and Commodore Amiga versions: If you are inside, the elevator will start to move automatically. If the elevator can go in more than one direction, indicate with your joystick whether you wish to go up or down by moving the joystick **UP** or **DOWN**. If you do nothing, the elevator will move automatically to the uppermost or bottom most floor in the building and will not stop for floors. If you wish to stop on a floor other than the uppermost or bottom most floor, press the **FIRE** button as you approach the floor where you want to exit. The elevator will stop at that floor and the door will open. Get out of the elevator by moving the joystick handle **DOWN**. If you do nothing, the elevator will reverse direction and go to the uppermost floor.

All other versions: Enter the elevator by moving the joystick handle **UP** or by pressing the **UP** **ARROW** key. Indicate your desired direction by pressing the **UP** or **DOWN** **ARROW** keys or by moving the joystick handle **UP** or **DOWN**. The elevator does not move until you command it. Keep commanding the elevator to move one floor at a time. To exit the elevator, press **LEFT** or **RIGHT** **ARROW** or move the joystick handle to the **RIGHT** or **LEFT**.

TIPS

Survival Strategies

While you're on the road, don't save your top speeds for the straights, accelerate through curves by pushing **UP** diagonally on your joystick handle. (For IBM versions, using the keyboard, press the **HOME** or **PAGE UP** key.)

Once you leave the VMAX, you don't have much time to find the criminal. Try these shortcuts:

- Every so often, jump over D.O.A. thugs instead of firing at them. (In the IBM 64/128 version, try crushing rats by jumping on them.) But don't jump too many times in a row, because it tires you out and can slow your reaction time when you need to move fast to defend yourself.
- For the tougher missions, memorize or map out the locations of elevators and walls to avoid costly delays in trying to locate the criminal.
- Search for stolen property or kidnapped victims only after you have found the criminal.

If you've determined it's safe, drop through a hole in the floor to the level below to get there faster than the elevator can take you.

When you're riding an elevator, keep an eye on your radar. When the bar stops in the middle section of the radar, stop the elevator and exit. And remember, although the radar shows you which direction to go to find the head thug, you will need to figure out the most direct route. Once you've found the head thug, don't let him get away! The moment you see him, open fire and shoot your net.

As you proceed through the series of buildings, the pace and severity of attack increases, and nets may be more useful in stopping attacks than the gun. When several thugs attack at once, crouch and then shoot; the action gets too hectic, hide in an elevator to collect your thoughts and plan your strategy.

When choosing between Gun and Net, you may want to select Gun initially, even if your mission is to capture the criminal alive. You can shoot your gun faster than the net and better defend yourself against attacking D.O.A. hitmen. When you approach the suspect, you can switch to Net to make the capture. You can shoot your net only from a standing position.

PERFORMANCE ASSESSMENT

You get to the crime scene and capture or eliminate a criminal within the allotted amount of time, you gain a life, receive a promotion, and score points. Promotions follow this progression:

- | | |
|------------------------|------------------------------|
| 1. Grunt (lowest rank) | 7. Sergeant |
| 2. Rookie | 8. Enforcer |
| 3. Flat Foot | 9. Commander |
| 4. Patrol Man | 10. Top Cop |
| 5. Cop | 11. Chief |
| 6. Detective | 12. Technocop (highest rank) |

After assessment of your performance, take the elevator to the ground floor and walk toward the exit and the VMAX, moving as far to the left as you can. D.O.A. thugs are still on the ramp, so be careful! Once in the VMAX, you automatically pull back onto the highway. Run up the engine and accelerate into your next assignment.

SCORING

- | | |
|--|---|
| 5,000 pts | Harming innocent bystanders. |
| 500 pts | Killing a D.O.A. thug. |
| 500 pts | For each motorcycle blow up or forced off the highway. |
| 1,000 pts | For each car blow up or forced off the highway. |
| 2,000 pts | For each truck blow up or forced off the highway. |
| 1,000 pts | Recovering stolen goods or kidnapped victims. |
| 50,000 pts (per mission) | Timely arrival at the crime scene. |
| 25,000 pts (per mission, Promotion denied) | Incorrect completion of mission (for example, killing the criminal when you were instructed to bring him in alive). |
| 50,000 pts (per mission, Promotion denied) | Successfully completing your mission on time. |
| 50,000 pts (per mission, Promotion denied) | Successfully completing your mission, but not on time. |
| 100,000 pts | Reaching all buildings on time. |

NOTE: Motorcycles appear in the ST and Amiga versions only.

At the completion of a game, your rank and high scores are saved automatically. (To save your game in the Atari ST version, press **S** at the score table. When you see the score table, enter your initials next to your score. (Not available in the IBM 64/128 version.)

ADDITIONAL FEATURES

Turning Sound On/Off

IBM 64/128: Use the volume control on your monitor.

Atari ST, Commodore-Amiga: Toggle the A key.

IBM PC and Compatibles: Toggle the S key.

Pausing a Game

IBM 64/128: Press **RUN/STOP**. Press it again to resume play.

Atari ST and Commodore-Amiga: Press **P**. Press it again to resume play.

IBM PC and Compatibles: Press **ESCAPE**. Press it again to resume play.

Starting a New Game

If you lose all your lives and want to begin a new game, do the following:

IBM 64/128: From the title page, press the **FIRE** button.

Atari ST: From the title page, press the **FIRE** button.

Commodore-Amiga: Press the **FIRE** button. At the title screen, press the **FIRE** button again.

IBM PC and Compatibles: Press **RETURN**.

Saving a Game

IBM 64/128: During the driving sequence, press **Q**. This ends and saves your current game, and returns you to the title screen. (DISK VERSION ONLY.)

Atari ST and Commodore-Amiga: Press **D** during the driving sequence, and select the Save option from the menu.

IBM PC and Compatibles: Press **P** to save your current game and exit to DOS.

Resuming a Saved Game

IBM 64/128: At the title screen, press **R**. (DISK VERSION ONLY.)

Atari ST and Commodore-Amiga: Press **D** during the driving sequence. At the menu, select the option to load a saved game.

IBM PC and Compatibles: Press **P** to load your last saved game and resume play where you last saved the game.

Ending a Session

IBM PC and Compatibles: Press **Q** to return to the DOS prompt.

For all other versions: Follow the instructions for Saving a Game.

JOYSTICK AND KEYBOARD MOVES

Technocop works with joystick commands in the IBM 64/128, Atari ST and Amiga versions. Joystick and keyboard commands for the IBM.

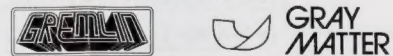
CREDITS

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IBM PC & Compatibles: Programmed by Don Hellyer.

Atari ST/Amiga/IBM PC and Commodore 64/128:
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INSTRUCTIONS DE CHARGEMENT

COMMODORE 64/128 Cassette

- Installez votre système et branchez un manche à balai au point d'accès 2.
- Introduisez la cassette dans l'unité de cassette. Appuyez sur les touches **SHIFT** et **RUN/STOP** simultanément. Appuyez sur le bouton **PLAY** sur le magnétophone. Le programme se chargera et s'exécutera automatiquement.
- Lorsque l'écran de titre apparaît, appuyez sur le bouton de **FEU** pour commencer le jeu.
- Si vous avez un Amiga 500 ou 2000, insérez la disquette TECHNOCOP dans l'unité de disquettes et branchez votre système. Le programme se chargera à l'écran de titre apparaît.

Commodore 64/128 Disquette

- Installez votre système et branchez un manche à balai au point d'accès 2.
- Introduisez la disquette dans l'unité de disquettes. Tapez **LOAD""A,1** et appuyez sur **RETURN**.
- Lorsque l'écran de titre apparaît, appuyez sur le bouton de **FEU** pour commencer le jeu.
- Pendant le jeu suivez les messages sur l'écran, ils vous diront à quel moment retourner la disquette.

Atari ST

- Installez votre système, branchez un manche à balai au point d'accès 1 et votre souris/manche à balai au point d'accès 0.
- Introduisez la disquette TECHNOCOP, le label vers le haut, dans l'unité de disquettes A et branchez votre système.
- Lorsque le répertoire de la disquette apparaît, cliquez deux fois sur **TECHNO.PRG**. Le programme se chargera à l'écran de titre apparaît.
- Pendant le jeu suivez les messages sur l'écran, ils vous diront à quel moment introduire la disquette B.

Commodore Amiga

- Installez votre système et branchez un manche à balai au point d'accès 2.
- Si vous avez un Amiga 500 ou 2000, introduisez la disquette TECHNOCOP dans l'unité de disquettes et branchez votre système. Le programme se chargera à l'écran de titre apparaît.
- Si vous avez un Amiga 1000 à mémoire externe, détachez la mémoire externe. Introduisez une disquette Kickstart version 1.2 dans l'unité de disquettes et branchez votre système. Lorsque l'ordinateur vous demande d'introduire la disquette Workbench, introduisez la disquette TECHNOCOP à la place. Le programme se chargera automatiquement.

IBM PC et Compatibles

- Installez votre système, en suivant les instructions dans votre manuel.
- Si votre système s'amorce à partir d'une unité de disquettes souples, introduisez la disquette **DOS** dans l'unité de disquettes A et branchez le système. Si votre système s'amorce à partir d'une unité de disquettes rigides, branchez le système.
- Quand la disquette **DOS** s'est amorcée, retirez la disquette **DOS** de l'unité de disquettes A (si applicable) et introduisez la disquette TECHNOCOP, le label vers le haut.
- Si votre système s'amorce à partir d'une unité de disquettes souples, tapez **TECH** et appuyez sur **ENTER**. Si votre système s'amorce à partir d'une unité de disquettes rigides, tapez **A:** et appuyez sur **ENTER**. Puis tapez **TECH** et appuyez sur **ENTER** une nouvelle fois.
- Un menu apparaîtra vous donnant le choix de jouer à un système lent, moyen ou rapide. Tapez le chiffre correspondant à l'option que vous désirez.
- Un écran apparaîtra vous demandant si vous voulez utiliser un manche à balai. Si vous voulez utiliser un manche à balai, tapez **Y** puis suivez les instructions sur l'écran pour étalonner votre manche à balai. Après avoir tapé **N** ou après avoir étalonné votre manche à balai, l'écran de titre apparaît.

SCENARIO

Vous êtes un Technocop, membre de la brigade anti-gang d'élite du pays: les **ENFORCERS**. Votre mission est de capturer, à tout prix, les criminels impitoyables qui continuent à paralyser la cité à moins que vous ne les arrêtiez.

Vous êtes muni du tout dernier équipement de lutte contre le crime. Vous avez à votre disposition une micro-micro-ordinateur, un localisateur de criminels à radar très puissant, un revolver à fillet et un pistolet 88 magnium. Vous conduirez le tout dernier véhicule poursuite-et-destroy ultra-rapide en date - l'Intercepteur à double turbo **VMAX**.

Vous êtes en route pour contrer les opérations d'un sinistre empire du crime organisé connu dans le monde entier sous le nom de Death On Arrival (D.O.A.). Vous conduirez à toute allure le long d'autoroutes traîtres afin d'éviter l'face aux attaques des voitures D.O.A. Servez-vous de l'important armement intégré dans la voiture pour les détruire. Votre localisateur à radar vous permettra de savoir si un crime se déroule quelque part, ce qui vous donne le temps nécessaire d'arriver sur la scène et d'appréhender un dangereux criminel. Forcez par surprise à temps, mais ne perdez pas le contrôle de votre véhicule et évitez de vous faire toucher par les voitures D.O.A. que vous attaquez!

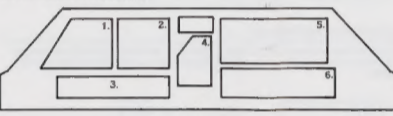
Une fois sur place, votre micro-ordinateur vous montre le visage d'un criminel D.O.A. recherché à tout prix. Votre mission, comme vous pénétrez dans l'immeuble où le criminel a été vu en dernier, est de le capturer mort ou vif, comme l'ordinateur vous en donne l'ordre. Grâce à votre localisateur à radar et votre montre micro-ordinateur, vous traverserez prudemment un labyrinthe de pièces délabrées à l'intérieur de l'immeuble afin de découvrir le lieu où se trouve le criminel. Votre mission est de le capturer mort ou vif, comme l'ordinateur vous en donne l'ordre. Grâce à votre localisateur à radar et votre montre micro-ordinateur, vous traverserez prudemment un labyrinthe de pièces délabrées à l'intérieur de l'immeuble afin de découvrir le lieu où se trouve le criminel. Votre mission est de le capturer mort ou vif, comme l'ordinateur vous en donne l'ordre. Grâce à votre localisateur à radar et votre montre micro-ordinateur, vous traverserez prudemment un labyrinthe de pièces délabrées à l'intérieur de l'immeuble afin de découvrir le lieu où se trouve le criminel. Votre mission est de le capturer mort ou vif, comme l'ordinateur vous en donne l'ordre.

Une fois votre mission accomplie, retournez à votre VMAX et rendez-vous à l'écran pour étalonner votre manche à balai.

COMMANDES

Console du VMAX

L'illustration ci-dessous présente la version Atari ST de la console du VMAX. Les instruments de la console du VMAX apparaîtront peut-être à des endroits légèrement différents sur d'autres versions de TECHNOCOP.



Tachymètre: Indique le nombre de tours minute comme conduites.

Compte-tour de vitesse: Vous pouvez atteindre des vitesses maximum de plus de 230 kms à l'heure!

Etat du score: Indique le nombre total de points accumulés.

Indicateur d'embrayage: Indique à quelle vitesse vous roulez (votre véhicule a une boîte de vitesses à transmission automatique). (Pour toutes les versions sauf IBM 64/128). Après un accident, vous repassez en première automatiquement.

Ordinateur de crime: Indique le temps qui vous reste pour arriver sur les lieux du crime et vous donne des renseignements généraux sur les criminels. Vous indique également

